Nintendo ENTERTAINMENT SYSTEM

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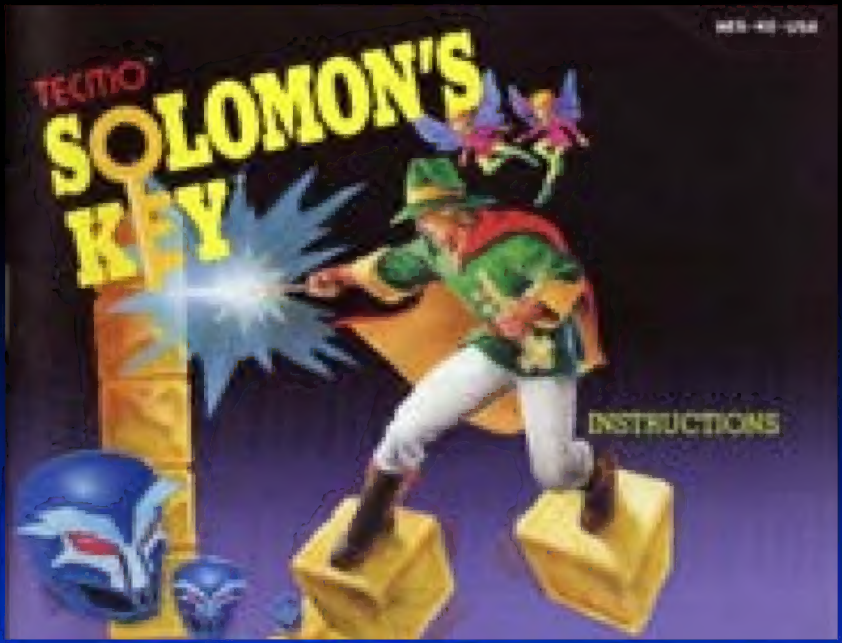

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Thank you for selecting the fun-filled "SOLOMON'S KEY" game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision game pak to extreme temperature variations and tremendous shock. Furthermore, never attempt to disassemble your game pak.
2) Be avoid touching terminal connections, and keep clean by inserting game pak in protective storage case.
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) For best results, play the game a distance away from your television set.
5) Pause for 10-15 minutes after 2 hours of more of continuous game playing. This will extend the performance of your game pak.

* Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM.

NINTENDO AND Nintendo ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

1. PROLOGUE

Long, long ago the world was in a state of chaos, where demons caused evil & tormented all. That changed when Solomon, a great king & magician, invented a magical formula which he wrote inside a secret book called "Solomon's Key". This book arrested and sealed away all evil demons into a constellation sign which was hidden. "Solomon's Key" restored light and peace to the world. Upon hearing this legend, a taoist monk searched for a long period of time to find "Solomon's Key". After locating the constellation sign, he discovers the "Key". Once in his grasp many dreadful demons were freed from the magical power of this book. The world was brought back to chaos and darkness. Everything on earth was now under control by the demons just like the pre-creation days. King Yutra from the fairyland called "Lyrac", ordered the wizard, Dana to restore order back to the world.

Dana accepted this mission and stepped into the forbidden land of the "Constellation Sign".

2. HOW TO OPERATE THE CONTROLLER

* NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS
* THIS GAME IS ONLY A(1) PLAYER GAME!

•SELECT BUTTON

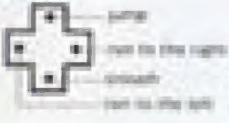
Not used.

•START BUTTON

Pressing this button starts the game. (Pause function). Pressing the start button during the game causes the game to be stopped temporarily. And pressing it again restarts the game.

OPERATION FOR DANA

* ○ BUTTON



*Obtained non-plant allows dialogue (jump or enables him to walk in unspecified positions)

Some appearing/disappearing magic used. (See page 6.)
Fire-ball magic used. (See page 7.)

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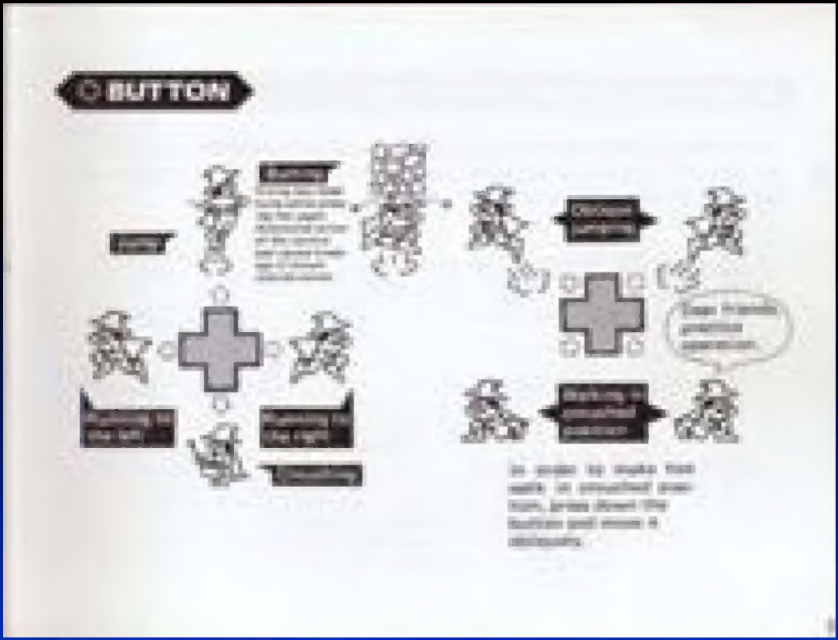


Ⓐ BUTTON USED FOR STONE

This button permits the appearance and the disappearance of the brown colored stone. Whereas the white stones cannot be erased and no stone is allowed to appear at the point of demonic seal.

1. Usually a stone appears in front of Dana when you push the Ⓐ button.

2. When Dana encounters a stone appears or disappears. Below that when you push the Ⓐ button.

3. When jumping, a stone appears to your accompanies when you push the Ⓐ button.

* If you see the magic Ⓐ button on the burning fire called "Burn", the freezing power applicable to Dana is neutralized for a short period of time.

* The demonic seal makes the stone appearing/disappearing magic Ⓐ button ineffective.

B BUTTON (FIRE BALL MAGIC)

Pressing this B button causes a hot fireball to be thrown. The enemy will be covered with flames and die.

* A fireball moves along stones. It disappears when it strikes against the enemy.

* A super fireball will burn out every enemy in its path.

* You can store fireballs by means of a jar called Warrio. But keep in mind that the capacity is limited by the length of a scroll in the upper corner on the right hand side. Those below are left

3. HOW TO PLAY THE GAME

• CLEARING METHOD

The constellation zipn consists of 50 rooms which communicate with each other through doors. Obtaining a key allows a door to be opened. And going into a room with an opened door, Dana can go to the next room. In some rooms, the key is hidden in a stone.

• LIFE AND BONUS

You may think that all you have to do is to simply obtain Solomon's Key and go to play the next round? But there's no time to remain idle. You can see a character called "LIFE" on the upper part of the display screen? The "LIFE" displays refers to the remaining lives of Dana. The constellation sign is full of magical powers which absorbs Dana's life. Dana must succeed in order to free the fairies who will give you extra life and bonus!

Dana's life

The number of liberated fairies

Player's score

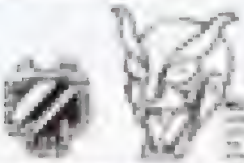
Pulled back scroll lower of the field

4. MAGIC ITEMS

SECRETS

8 ULTRA-TECHNIQUES

5. DEMONS AMBUSHING DANA



6. EPILOGUE

Fairyland

Mystery of Sorcerer's Key

The powers of all the fairies

7. GAME DEVIATION VALUE (G.D.V.)

Your game deviation value is displayed on the screen when the game is either over, or you finish the game to its end. This method of evaluation is epoch-making in that your abilities are properly analyzed and synthetically computed. Ability estimation in terms of only score has fallen behind the times. G.D.V. permits simultaneous estimation of various techniques besides contemporary scores.

What on earth is the ultimate game deviation value? How about you? Do you understand this advanced concept?

This instruction manual does not explain everything about "Solomon's Key". It leaves much to be devised by you. Try to find your own creative techniques to get a high deviation value. There is no alternative but to make every effort in order to get satisfactory results. We hope you will succeed. Even if you call us to ask for answers, we make it a rule not to tell all our secrets... You must develop your game skills on your own!

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY

[illegible]

REPAIRS AFTER EXPIRATION OF WARRANTY

[illegible]

WARRANTY LIMITATIONS

[illegible]

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio — TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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SPECIAL BONUS OFFER

Collect the TECMO Game pak I.D. Badges for SOLOMON'S KEY and save! When you've collected a total 5 TECMO game pak I.D. Badges, you can stick them with the enclosed stick-on seal and mail in to TECMO in order to receive Special bonus offer – It will be a gift you will love to share with your family and friends! For more information contact the TECMO, Inc., "Consumer Division Hotline", 1 (800) 451-8092.

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Note: You must write down your name and address on the enclosed seal with black letters or by hand-writing and mail together with STICK-ON SEAL in order to receive a surprised gift properly.

OFFICIAL I.D. BADGE →